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Deluca et al.

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(54) **VOICE INPUT STATE IDENTIFICATION**
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H04M 3/42 (2006.01)
H04M 1/725 (2006.01)
(52) **U.S. Cl.**
CPC **H04M 3/42** (2013.01); **H04M 1/72519** (2013.01); **H04M 1/72577** (2013.01)
(58) **Field of Classification Search**
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USPC 379/88.01–88.04, 202.01, 207.02, 379/388.03, 421; 455/563, 565, 412.1; 348/14.08, 14.12
See application file for complete search history.

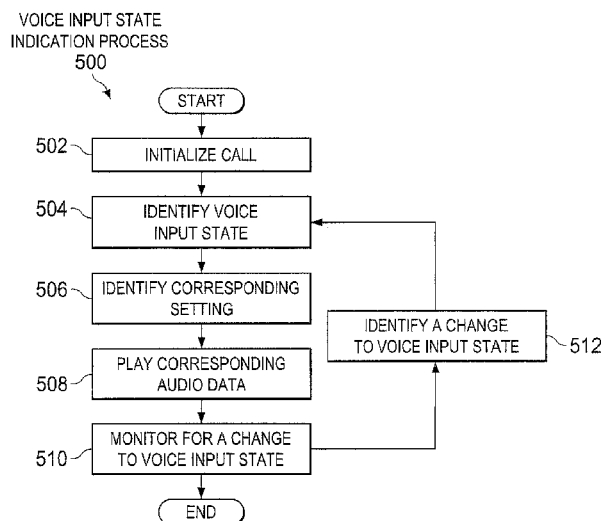
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(57) **ABSTRACT**
A method for indicating voice input state for a call on a communications device. A processor unit identifies the state of voice input for the call. In response to the state of the voice input being a mute state, the processor unit identifies a mute setting for the mute state based on a user profile. Thereafter, first audio data specified by the mute setting is played with audio data from the call on the communications device. In response to the state of the voice input being an unmute state, the processor unit identifies an unmute setting for the unmute state based on the user profile. Thereafter, second audio data specified by the unmute setting is played with the audio data from the call on the communications device.

20 Claims, 5 Drawing Sheets



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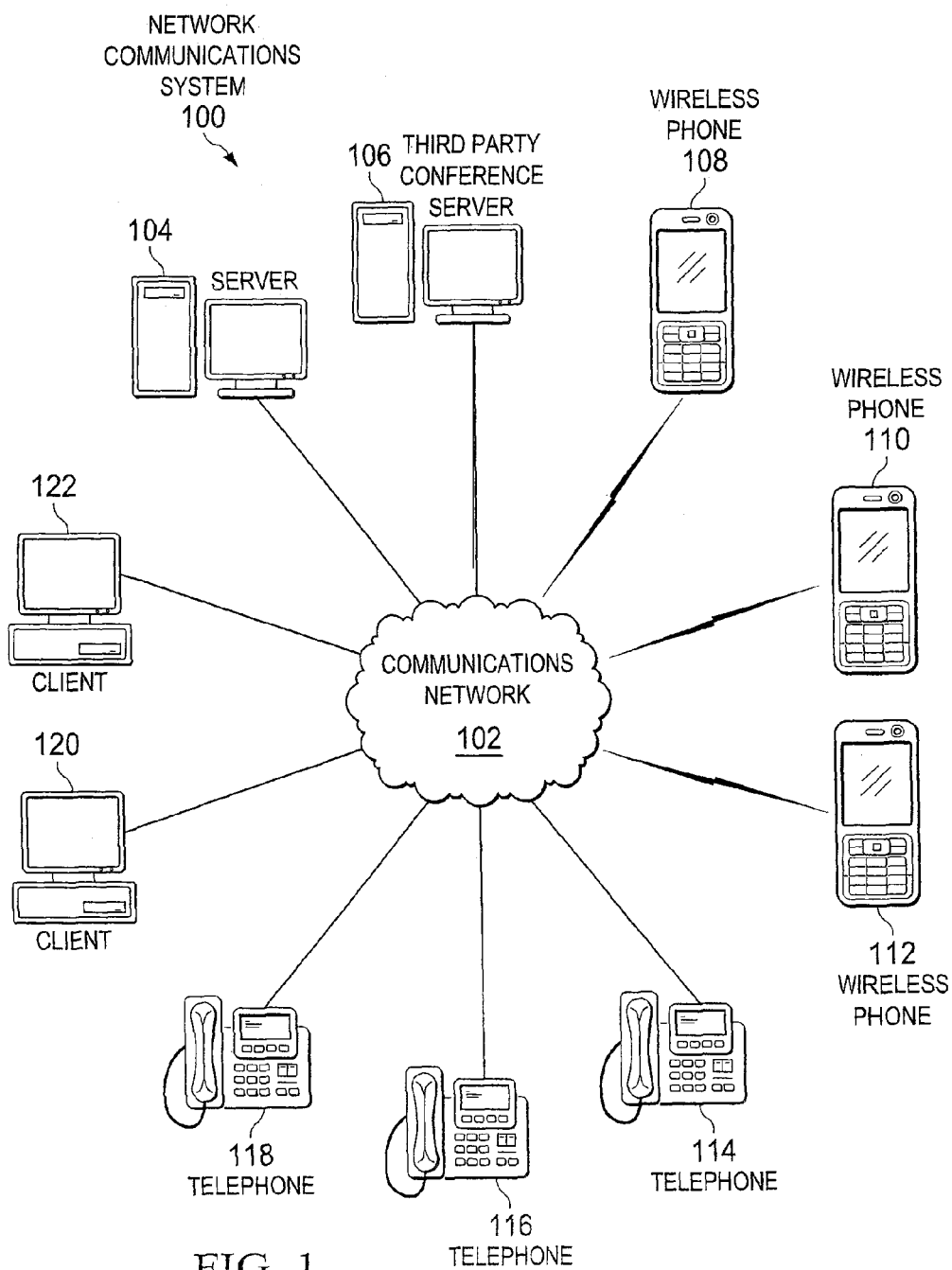
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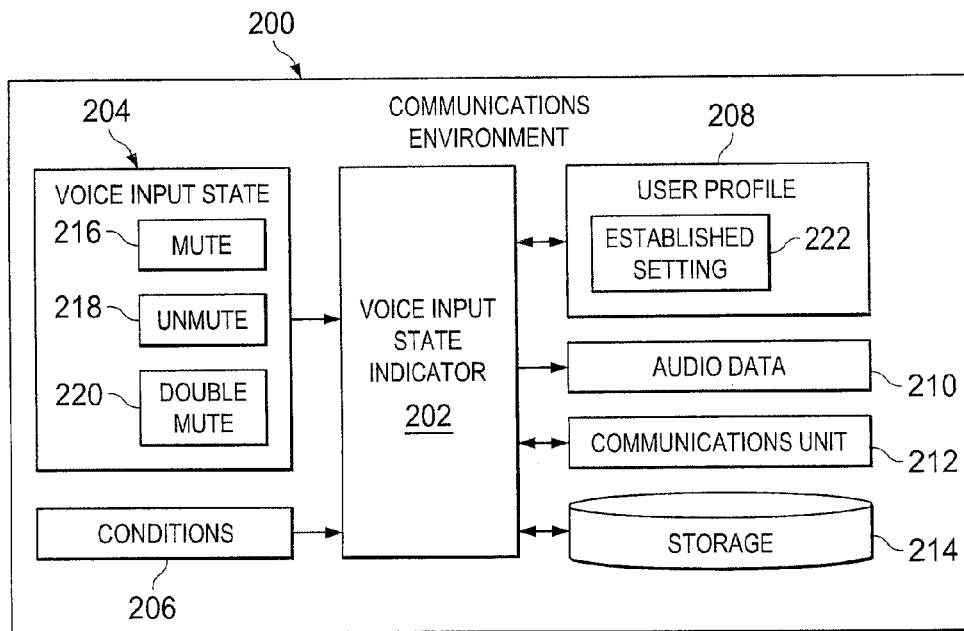


FIG. 2

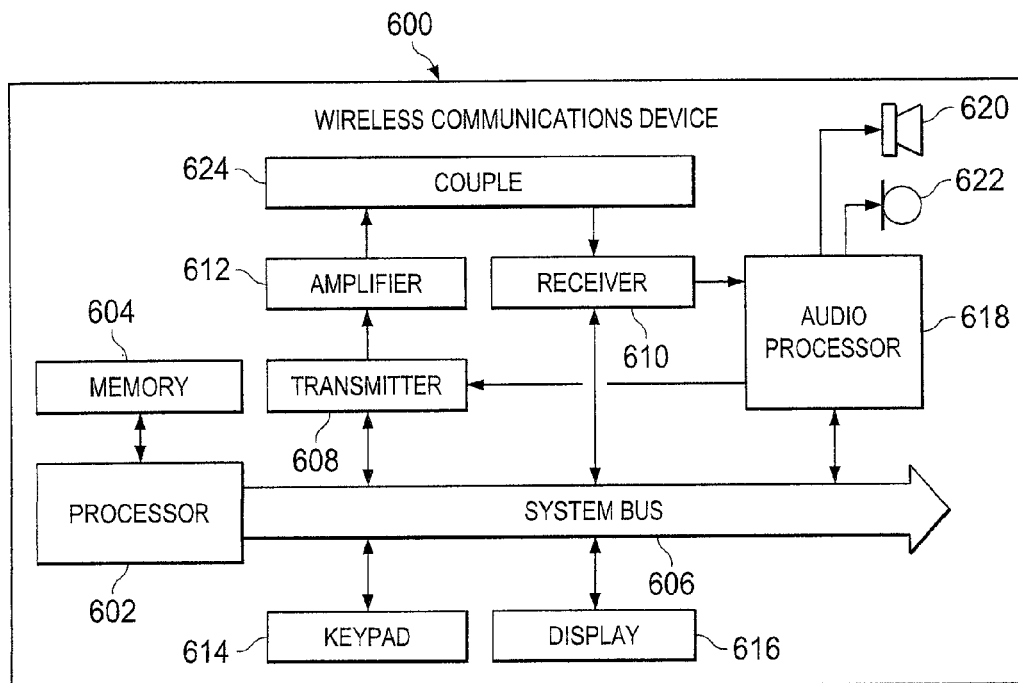


FIG. 6

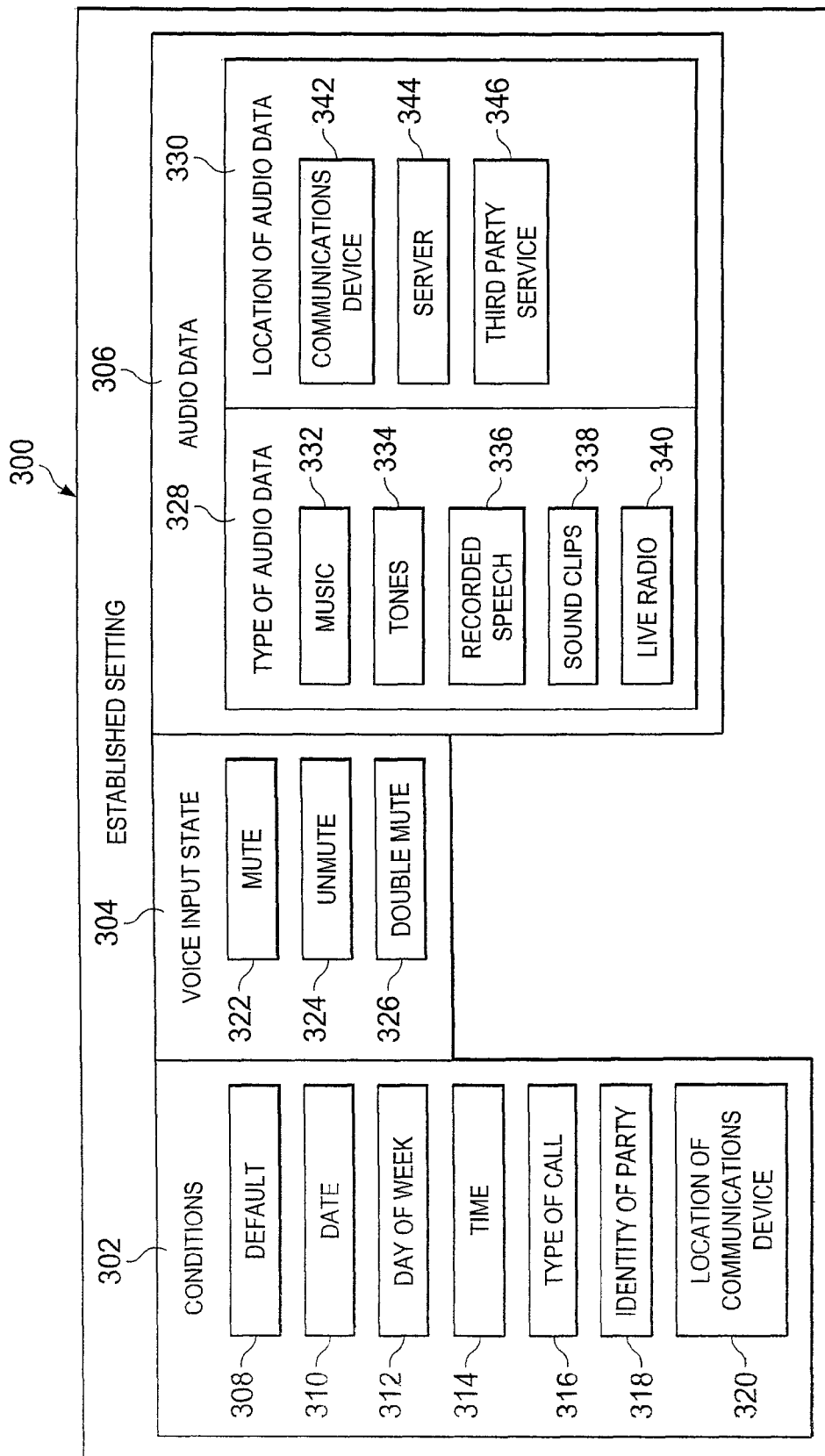


FIG. 3

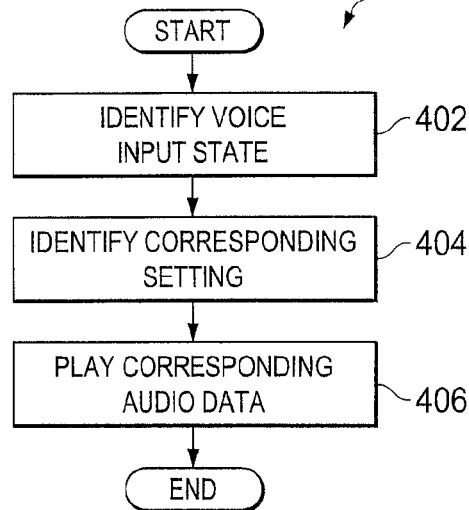
VOICE INPUT STATE
INDICATION PROCESS
400

FIG. 4

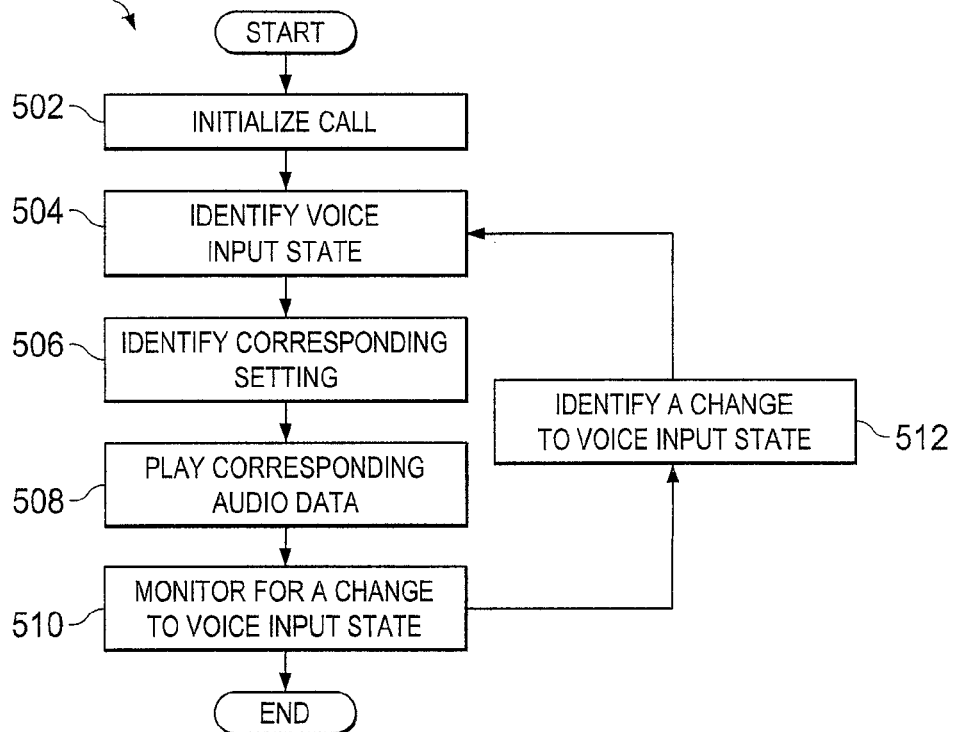
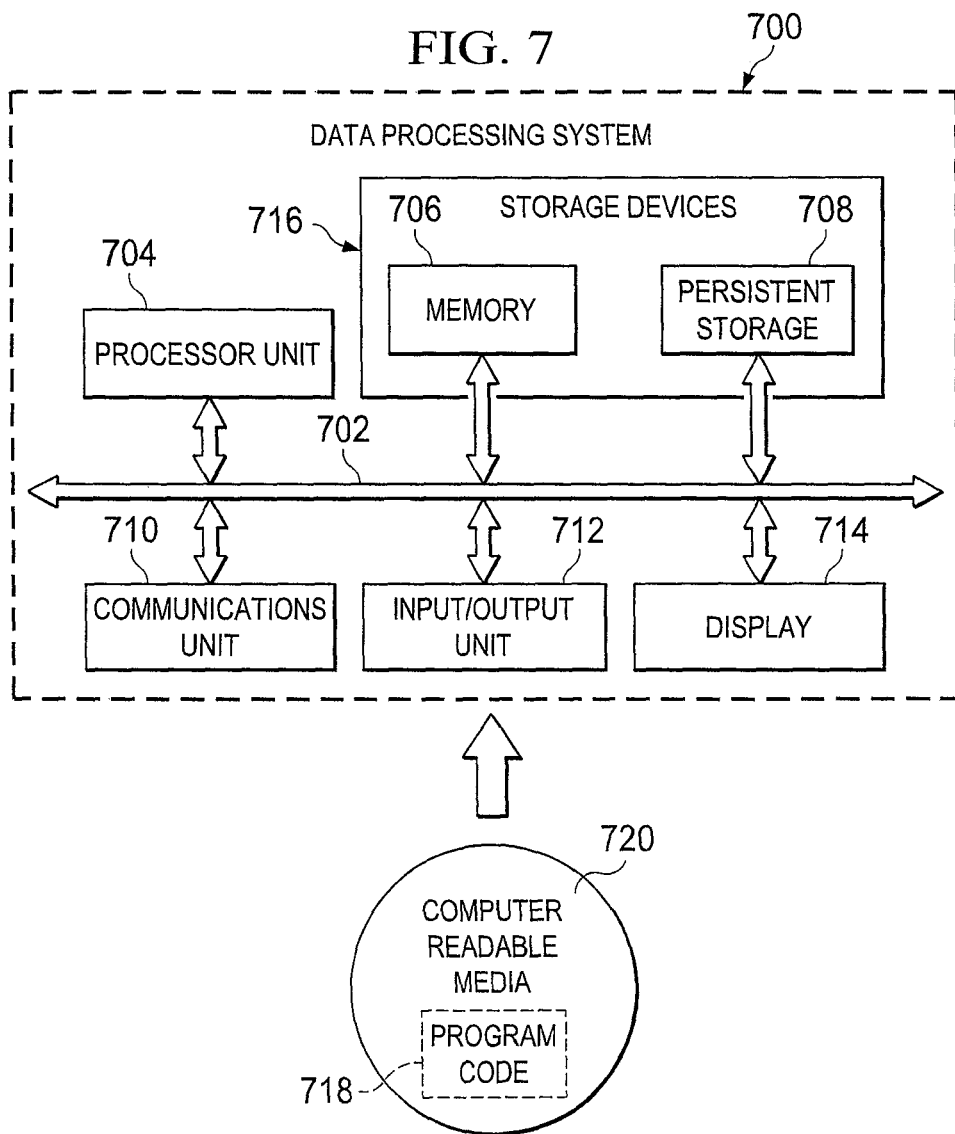
VOICE INPUT STATE
INDICATION PROCESS
500

FIG. 5

FIG. 7



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VOICE INPUT STATE IDENTIFICATION**CROSS REFERENCE TO RELATED APPLICATION**

This application is also a continuation of application Ser. No. 13/444,632, filed Apr. 11, 2012, now U.S. Pat. No. 8,891,740 issued Nov. 18, 2014.

BACKGROUND**1. Field**

The disclosure relates generally to a communications system and more specifically to indicating voice input state during a conversation using devices in a communications system.

2. Description of the Related Art

During a telephone conversation, a user may wish to change the voice input state for the conversation. For example, during the conversation, a user may wish to change voice input state for the user to mute. When a voice input state for the user is mute the other parties to the conversation will not hear the audio occurring on their end of the conversation.

Often, after a user changes a voice input state on a conversation, the user forgets the current voice input state. Consequently, the user may try to add input to the conversation while voice input state is mute. Alternatively, a user may incorrectly believe voice input state is mute and may generate excessive noise unrelated to the conversation. This noise may be a source of embarrassment for the user or frustration to the other parties to the conversation.

Currently used solutions to this problem include initiation notifications and light indicators. Although these notifications are useful, these solutions do not always work. For example, an initiation notification only notifies the user of the current voice input state responsive to a change in the voice input state. As a result, a user must change the voice input state to receive an initiation notification. The use of light indicators requires a user to look at the communications device. Additionally, both of these solutions may be distracting during the conversation.

Accordingly, it would be advantageous to have a method, a computer program product, and an apparatus which takes into account one or more of the issues discussed above as well as possibly other issues.

SUMMARY

According to one illustrative embodiment, a method, apparatus, and computer program product for indicating voice input state for a call on a communications device is presented. A processor unit identifies the voice input state for the call. In response to the state of the voice input being a mute state, the processor unit identifies a mute setting for the mute state based on a user profile. First audio data specified by the mute setting is played with audio data from the call on the communications device. In response to the state of the voice input being an unmute state, the processor unit identifies an unmute setting for the unmute state based on the user profile. Second audio data specified by the unmute setting is played with the audio data from the call on the communications device.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

The novel features believed characteristic of the illustrative embodiments are set forth in the appended claims. The illustrative embodiments, however, as well as a preferred mode of

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use, further objectives, and features thereof, will best be understood by reference to the following detailed description of an illustrative embodiment of the present disclosure when read in conjunction with the accompanying drawings, wherein:

FIG. 1 is a network communications system in which illustrative embodiments may be implemented;

FIG. 2 is a block diagram of a communications environment in which illustrative embodiments may be implemented;

FIG. 3 is a block diagram of an established setting in accordance with the illustrative embodiments;

FIG. 4 is a flowchart of a voice input state indication process in accordance with the illustrative embodiments;

FIG. 5 is a flowchart of a voice input state indication process in accordance with the illustrative embodiments;

FIG. 6 is a block diagram of a wireless communication device in which illustrative embodiments may be implemented; and

FIG. 7 is a diagram of a data processing system in which illustrative embodiments may be implemented.

DETAILED DESCRIPTION

FIG. 1 is a network communications system in which illustrative embodiments may be implemented. Network communications system 100 is a network of devices in which the illustrative embodiments may be implemented. Network communications system 100 contains communications network 102, which is the medium used to provide communications links between various devices and computers connected together within network communications system 100. Communications network 102 may include connections such as wire, wireless communication links, or fiber optic cables.

In the depicted example, server 104 and third party conference server 106 connect to communications network 102. In addition, wireless phones 108, 110, and 112, telephones 114, 116, and 118, and clients 120 and 122 connect to communications network 102. Clients 120 and 122 may be, for example, a personal computer or a network computer. In the depicted example, server 104 provides information, such as boot files, operating system images, and applications to client 120. Clients 120 and 122 are clients to server 104 in this example. Network communications system 100 may include additional servers, clients, and other devices not shown. FIG. 1 is intended as an example, and not as an architectural limitation for the different illustrative embodiments.

Using the depicted devices, users of these devices may carry on conversations within network communications system 100. For example, a user may use wireless phone 108 to place a call to telephone 114. A user of client 120 may place a voice over internet protocol (IP) call to client 122. Users may also participate in a conference call through third party services, such as those provided by third party conference server 106.

During these communications, users may wish to change their voice input state. For instance, in the above example, the user of wireless phone 108 may wish to prevent the party using telephone 114 from hearing the audio on the user's end of the conversation. Accordingly, the user of wireless phone 108 may set the voice input state on the call as mute. If the user of wireless phone 108 wishes for the other party to hear audio on the user's end, the user will have the voice input state as unmute.

Further, illustrative embodiments may be implemented in one or more of the devices of FIG. 1 for indicating the voice input state for a call. For instance, in the above example, the

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user of wireless phone **108** may wish to receive an indication of the voice input state as mute. Accordingly, an illustrative embodiment may be implemented in wireless phone **108** of FIG. **1**. The illustrative embodiments are not limited to a specific device. Accordingly, illustrative embodiments may be implemented in one or more of the devices of FIG. **1**, such as telephones **114** and **116** and client **120**.

FIG. **2** is a block diagram of a communications environment in which illustrative embodiments may be implemented. Communications environment **200** may be implemented in a communications device of FIG. **1**, for instance, telephone **114**. Communications environment **200** includes voice input state indicator **202**.

In the illustrative examples, voice input state indicator **202** is comprised of hardware, software, or some combination thereof. When software is used, the operations performed by the components may be implemented in the program code configured to be run on a processor unit. When hardware is employed, the hardware may include circuits that operate to perform the operations in the components.

In the illustrative examples, the hardware may take the form of a circuit system, an integrated circuit, an application specific integrated circuit (ASIC), a programmable logic device, or some other suitable type of hardware configured to perform a number of operations. With a programmable logic device, the device is configured to perform the number of operations. The device may be reconfigured at a later time or may be permanently configured to perform the number of operations. Examples of programmable logic devices include, for example, a programmable logic array, a programmable array logic, a field programmable logic array, a field programmable gate array, and other suitable hardware devices. Additionally, the processes may be implemented in organic components integrated with inorganic components and/or may be comprised entirely of organic components excluding a human being.

Voice input state indicator **202** is connected to communications unit **212** and storage **214**. Voice input state indicator **202** may be configured to receive voice input state **204**. As depicted, voice input state indicator **202** is configured to use voice input state **204** and user profile **208**. In some illustrative examples, voice input state indicator **202** is configured to use voice input state **204**, user profile **208**, and conditions **206** to provide an indication of the current voice input state.

As depicted, voice input state **204** comprises at least one of mute **216**, unmute **218**, or double mute **220**, and other suitable states. As used herein, the phrase "at least one of", when used with a list of items, means different combinations of one or more of the listed items may be used and only one of each item in the list may be needed. For example, "at least one of item A, item B, and item C" may include, without limitation, item A, or item A and item B. This example also may include item A, item B, and item C, or item B and item C.

If voice input state **204** for the call is mute **216**, parties to the conversation do not hear audio occurring on the mute end of the conversation. Voice input state **204** for the call is mute **216** if the voice input status of the communications device is mute. If the call is a conference call, voice input state **204** for the call is mute **216** if the voice input status of either the communications device or the third party conference server is mute. On a conference call, if the voice input status of both the communications device and the third party conference server is mute, voice input state **204** for the call is double mute **220**. In the illustrative examples, voice input state **204** for the call is unmute **218** when mute **216** and double mute **220** are not present.

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As depicted, voice input state **204** may be identified at a communications device. At the communications device, voice input state **204** may be identified from an input of keystrokes. For example, voice input state **204** may be identified at a communications device, such as wireless phone **108**, by determining whether the mute button has been activated. Alternatively, in a communications device without a mute button, voice input state **204** may be identified from whether a mute code has been entered through a user input.

Yet further, in a conference call, voice input state **204** may be identified at the communications device by receipt of a transmission from a third party, such as third party conference server **106**. Such transmission may be a signal indicating voice input state **204**. Alternatively, such transmission may be an indication of the voice input status of third party conference server **106**. Alternatively, when using a third party calling service, voice input state **204** may be identified at the communications device by recognition of voice commands from an operator.

In the case of a conference call, voice input state **204** may be identified at a third party conference server, such as third party conference server **106**. Voice input state **204** may be identified at third party conference server **106** by determining whether a mute code has been entered. Further, voice input state **204** may be identified at third party conference server **106** by receipt of a transmission from a communications device. Such transmission may identify the voice input status of the communications device. Further, voice input state **204** may be identified at third party conference server **106** by recognition of voice commands from an operator.

As depicted, user profile **208** comprises established setting **222**. User profile **208** may be saved on a communications device, such as wireless telephone **108** in FIG. **1**. Alternatively, user profile **208** may be saved on a server, such as third party conference server **106** in FIG. **1**.

Established setting **222** of user profile **208** may specify audio data **210** based on voice input state **204**. Further, established setting **222** may specify audio data **210** based on conditions **206**.

In one illustrative example, voice input state indicator **202** may receive voice input state **204** and conditions **206**. Voice input state indicator **202** may identify a setting in user profile **208** which corresponds to voice input state **204** and conditions **206**. This setting may be established setting **222**. Voice input state indicator **202** may then play audio data **210**. Audio data **210** may be stored in storage **214**, obtained through communications unit **212**, or some combination of the two. Audio data **210** may be a file in storage **214**, such as an MP3 file stored on a wireless phone. Audio data **210** may also be obtained through communications unit **212**, such as radio waves transmitted by a radio station. Audio data **210** may also be a combination of stored and received data. For example, audio data **210** may be the sound track of a game currently running on the communications device and in communication with the internet.

Playing of audio data **210** may be stopped at any time by a user input. The user input may only disable voice input state indicator **202** from playing audio data **210**. Alternatively, the user input may disable all functions of voice input state indicator **202**. The user input may disable audio data **210** for only the current call, or the user input may disable audio data **210** until a subsequent user input enabling audio data is received.

With one or more of the illustrative embodiments, passive unobtrusive voice input state indication is provided to users. In the illustrative embodiments, the user need not look at the communications device to determine the current voice input state **204**. Further, in the illustrative embodiments, users need

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not remember voice input state **204**. Instead, audio data **210** played with the audio data of the call indicates voice input state **204**. Additionally, audio data **210** played with the audio data of the call indicates voice input state **204** without obscuring the audio data from the call. Further, the illustrative embodiments may indicate any voice input state **204**, including double mute **220**.

The illustrative embodiments are also customizable to indicate voice input state **204** based on user selections. Accordingly, audio data **210** may be selected by the user to be non-distracting and informative to the user. Audio data **210** may also be specified for selected conditions **206** to additionally indicate the circumstances of the call.

The illustration of communications environment **200** and components in the environment in FIGS. **1** and **2** are not meant to imply physical or architectural limitations to the manner in which an illustrative embodiment may be implemented. Other components in addition to and/or in place of the ones illustrated may be used. Some components may be unnecessary. Also, the blocks are presented to illustrate some functional components. One or more of these blocks may be combined, divided, or combined and divided into different blocks when implemented in an illustrative embodiment.

For example, established setting **222** may not be present within user profile **208**. Further, more than one setting may be present within user profile **208**. For instance, each setting present within user profile **208** may be established for a single condition. In another example, each setting present within user profile **208** may be directed to a single voice input state **204**. Further, conditions **206** may not be supplied to voice input state indicator **202**. Also, voice input state indicator **202** and user profile **208** may both be present within a single device, such as wireless phone **108** of FIG. **1**. However, voice input state indicator **202** and user profile **208** of FIG. **2** may instead be present within separate devices, such as telephone **114** and server **104** of FIG. **1**.

Referring now to FIG. **3**, a block diagram of an established setting is disclosed. The established setting may be established setting **222** in FIG. **2**. Established setting **300** is an illustrative example of settings which may be present in illustrative embodiments. Accordingly, established setting **300** may be one of a plurality of settings within user profile **208** of FIG. **2**. Established setting **300** includes conditions **302**, voice input state **304**, and audio data **306**.

Established setting **300** may be created from user input or may be a default setting. Established setting **300** may be created on a communications device, such as wireless phone **108** in FIG. **1**. Alternatively, established setting **300** may be created through a server, such as third party conference server **106** in FIG. **1**. By creating established setting **300** through a server, established setting **300** may be available to a plurality of communications devices.

In established setting **300**, conditions **302** may comprise default **308**, date **310**, day of week **312**, time **314**, type of call **316**, identity of party **318**, and location of communications device **320**. Conditions **302** are circumstances of a call. For example, type of call **316** may be a call with one party or type of call **316** may be a conference call. If type of call **316** is a conference call, the conference call may be established through the communications device itself or through a third party conference server, such as third party conference server **106** in FIG. **1**.

Conditions **302** may include location of communications device **320**. Location of communications device **320** may comprise a geographic location of the communications device or a relative location of the communications device. For example, location of communications device **320** may be

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in the user's office. Another location of communications device **320** may be within a relative distance of other active communications devices.

Using selected conditions, established setting **300** addresses a specific condition or a default condition. For example, established setting **300** may be customized to play audio data **306** for default **308**. Established setting **300** may also be customized to play a different audio data on Mondays. Further, established setting **300** may be customized to address a plurality of conditions. For example, established setting may be customized to play a specified audio data on Mondays in the morning hours.

In this illustrative embodiment, established setting **300** further comprises voice input state **304**. Voice input state **304** may comprise mute **322**, unmute **324**, or double mute **326**. Established setting **300** may be used to indicate a voice input state on a call when conditions **302** and voice input state **304** of established setting **300** are the same as the current voice input state and the current conditions of a call.

In some illustrative examples, established setting **300** may include selections for only one voice input state. For example, established setting **300** may be customized to play specific audio data on Mondays when voice input state **304** is unmute **324**. However, established setting **300** may alternatively be customized to specify corresponding audio data for multiple voice input states. For example, established setting **300** may be customized to specify a different corresponding audio data on Mondays for each voice input state **304** of mute **322**, unmute **324**, and double mute **326**.

Established setting **300** further comprises audio data **306**. Audio data **306** may comprise type of audio data **328** and location of audio data **330**. Type of audio data **328** may be any type of audible media. For example, type of audio data **328** may comprise music **332**, tones **334**, recorded speech **336**, sound clips **338**, and live radio **340**.

Type of audio data **328** allows customization of established setting **300** for different scenarios. For example, in established setting **300**, type of audio data **328** may be music **332**. Music **332** may comprise a single song, a soundtrack, a mix of selected songs, or any other type of musical composition.

By selecting different audio data **306** for different voice input states, audio data **306** played during a call may quickly indicate voice input state **304** to a user. In fact, established setting **300** may comprise different corresponding types of audio data for each voice input state **304** of mute **322**, unmute **324**, and double mute **326**. For example, established setting **300** may designate that music **332** be played while voice input state **304** is mute **322**, tones **334** be played while voice input state **304** is unmute **324**, and live radio **340** be played while voice input state **304** is double mute **326**.

Additionally, type of audio data **328** may be the same for each voice input state **304**. For instance, music **332** may be played for each voice input state **304**. Accordingly, a different selection of music may be played for each voice input state **304**. In this case, established setting **300** may be customized to play music **332** with a frenzied pace while voice input state **304** is mute **322**. Established setting may also be customized to play music **332** with a slower pace while voice input state **304** is unmute **324**. Although both customizations comprise the same type of audio data **328**, music **332**, the specific music selection quickly identifies voice input state **304** to a user.

Additionally, specific musical compositions may also be chosen. For instance, the Phantom of the Opera soundtrack may play while voice input state **304** is mute **322**. In this way, a user may quickly recognize that voice input state **304** is mute **322** by the specific song which is playing.

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Alternatively, a setting may comprise a specific style of music. In this case, type of audio data **328** may be live radio **340**. A user may quickly recognize voice input state **304** by the style of music, such as country music.

Voice input state **304** of double mute **326** may be indicated by different audio data than other voice input states. For instance, audio data **306** for mute **322** and unmute **324** may be tones **334**, while audio data **306** for double mute **326** may be live radio **340**. As another example, a different selection of music may be played for each voice input state **304** of mute **322**, unmute **324**, and double mute **326**.

Alternatively, voice input state **304** of double mute **326** may be indicated by the same audio data **306** as the setting for mute **322**. Accordingly, when a user removes only one mute in voice input state **304** of double mute **326**, audio data **306** which indicates mute **322** continues to be played.

Audio data **306** further comprises location of audio data **330**. Location of audio data **330** may comprise communications device **342**, server **344**, and third party service **346**. Server **344** may be a server providing data to a client, such as server **104** in FIG. 1. Server **344** may alternatively be a conference server such as third party conference server **106** in FIG. 1. Third party service **346** may be a service utilized by the communications device, such as communications device **342**. For example, audio data **306** may be live radio **340** streaming from a radio station. Alternatively, audio data **306** may be from a third party application active on the communications device.

With reference now to FIG. 4, a flowchart of a voice input state indication process is disclosed in accordance with the illustrative embodiments. Voice input state indication process **400** may be implemented in communications environment **200** of FIG. 2, for instance, by voice input state indicator **202**.

Voice input state indication process **400** begins by identifying voice input state (step **402**). The process then identifies corresponding setting (step **404**). Corresponding setting may be established setting **300** of FIG. 3. Corresponding setting may also be a setting in a plurality of settings. For example, if voice input state is mute, corresponding setting may be a setting which corresponds to the mute state. Further, corresponding setting may be for voice input state of mute and condition, such as a specific day of the week.

Using the corresponding setting, corresponding audio data is played (step **406**). Corresponding data may be audio data **210** in FIG. 2. Corresponding audio data may be stored in storage on the communications device, obtained through a communications unit, or by some combination. For example, corresponding audio data may be obtained by streaming a radio station. Corresponding audio data might also be a song stored as an MP3 or other file on the communications device. Corresponding audio data is played with audio data from the call. However, corresponding audio data does not interfere with or detract from the audio data from the call.

In an illustrative example, a user works remotely but wishes to listen to a weekly meeting. Accordingly, the user places a call to the conference room. As the user does not contribute to the meeting and wishes to avoid distracting the meeting participants, the user sets the voice input state for the call to mute. Voice input state indication process **400** identifies the voice input state as mute. Voice input state indication process **400** next identifies a mute setting. The user has selected the series of tones from "Close Encounters of the Third Kind" as the audio data for the mute setting. Accordingly, this series of tones is played with the audio data from the call. Hearing the series of tones played with the audio data of the call, the user recognizes the voice input state for the call is mute.

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With reference now to FIG. 5, a flowchart of a voice input state indication process is disclosed in accordance with the illustrative embodiments. Voice input state indication process **500** may be implemented in communications environment **200** of FIG. 2, for instance, by voice input state indicator **202**. Voice input state indication process **500** begins by initializing a call (step **502**). The process then identifies the voice input state (step **504**), identifies corresponding setting (step **506**), plays corresponding audio data (step **508**), and monitors for a change to voice input state (step **510**). If the process identifies a change to voice input state (step **512**), the process returns to step **504**, and if not, stops.

Voice input state indication process **500** may be implemented when a user enters an environment which may be disruptive to a conversation. For example, a user may call the user's mother during the user's walk to work. After initializing the call in step **502**, voice input state indication process **500** identifies the voice input state as unmute in step **504**. Voice input state indication process **500** then identifies an unmute setting in step **506**, and plays corresponding audio data from unmute setting in step **508**. In this case, the Jurassic Park theme is the corresponding audio data from the unmute setting.

While conversing with the user's mother, the user may enter a local café to purchase a cup of coffee. The user recognizes the background noise in the café is loud, and chooses to change the voice input state on the user's wireless phone to mute when entering the café. Accordingly, voice input state indication process **500** identifies the change of voice input state to mute in steps **512** and **504**. Voice input state indication process **500** then identifies a mute setting in step **506**, and plays corresponding audio data from mute setting in step **508**. In this case, "the Phantom of the Opera" soundtrack is the corresponding audio data from the mute setting. Accordingly, the user recognizes the voice input state is mute when the user hears "the Phantom of the Opera" soundtrack played along with the audio data of the call. Voice input state indication process **500** continues to monitor for a change to the voice input state during the call in step **510**.

When the user receives a cup of coffee and exits the café, the background noise is lower, and the user changes the voice input state on the wireless phone to unmute. Voice input state indication process **500** identifies the change of voice input state to unmute in steps **512** and **504**, identifies an unmute setting in step **506**, and plays the corresponding audio data from the unmute setting in step **508**. The user recognizes the voice input state is unmute when the user hears the corresponding audio data, the Jurassic Park theme.

A change to voice input state as in the previous example may be accomplished in a variety of ways. A change to voice input state may be the result of an individual keystroke or a series of inputs. To change voice input state on wireless phone **108** in FIG. 1, a user may press a mute button on the wireless phone. However, if a communications device does not comprise a mute button, a series of keystrokes or other forms of input may be required to change the voice input state. If the call is a conference call, the user may press a plurality of keys to enter a mute combination for the conference server, such as third party conference server **106** of FIG. 1.

In another example, a user changes the voice input state through two different methods. The user is on a conference call implemented through a third party conference server, such as third party conference server **106** in FIG. 1. The user uses a telephone, such as telephone **114** in FIG. 1. The user wishes to speak privately with a group member in the user's office while still hearing the meeting. Accordingly, the user first presses a mute button on the telephone. Voice input state

indication process **500** identifies the change of voice input state to mute in step **504**. Voice input state indication process **500** then identifies a mute setting in step **506**, and plays corresponding audio data from mute setting in step **508**. In this case, the audio data from the mute setting is the user's company jingle.

The user additionally chooses to press a plurality of keys to enter a mute combination for the conference server. As the voice input status at the telephone is mute, and the voice input status at the third party conference server is also mute, this is a voice input state for the call of double mute. Accordingly, voice input state indication process **500** identifies the change of voice input state to double mute in steps **512** and **504**. Voice input state indication process **500** then identifies a double mute setting in step **506**, and plays corresponding audio data from double mute setting in step **508**. In this case, the audio data from the double mute setting is also the user's company jingle.

Once the user is finished speaking privately with the group member, the user enters a plurality of keys to enter an unmute combination for the conference server. Now the voice input status at the telephone remains mute, while the voice input status at the third party conference server is unmute. Thus the voice input state for the call is mute. Accordingly, voice input state indication process **500** identifies the change of voice input state to mute in steps **512** and **504**. Voice input state indication process **500** then identifies a mute setting in step **506**, and plays corresponding audio data from mute setting in step **508**. As the audio data from both the mute and double mute settings is the user's company jingle, the user's company jingle continues to play.

The user recognizes, as the company jingle continues to play, that the voice input state is mute. Accordingly, the user may press the mute button on his phone. Thereafter, the voice input status at both the telephone and the third party conference server is unmute. Accordingly, the voice input state for the call is unmute. Voice input state indication process **500** identifies the change of voice input state to unmute in steps **512** and **504**. Voice input state indication process **500** then identifies an unmute setting in step **506**, and plays corresponding audio data from unmute setting in step **508**.

FIG. **6** is a block diagram of a wireless communication device in which an illustrative embodiment may be implemented. Wireless communication device **600** may be a wireless communication device in FIG. **1**, for instance, wireless phone **108**. Wireless communication device **600** includes processor **602** for controlling operation of the communication device and memory **604**. Processor **602** may be a general-purpose microprocessor operating under the control of instructions stored in memory, such as memory **604**, or device-specific circuitry for controlling the operation of the telephone device. Processor **602** is connected by system bus **606** to transmitter **608**, receiver **610**, keypad **614**, display **616**, and audio processor **618**. Keypad **614** may be a keypad and/or buttons. Display **616** may be any type of display device including a liquid crystal display (LCD) or other known displays, such as a cathode ray tube or active matrix display.

Transmitter **608** and receiver **610** are coupled to a telephone signal by couple **624** to provide full duplex communication. The telephone signal may be provided by a telephone line (not shown) in a land-based telephone or an antenna, such as for a wireless telephone. Audio processor **618** provides basic analog audio outputs to speaker **620** and accepts analog audio inputs from microphone **622**. Received signals are demodulated and decoded by receiver **610**. Transmitter **608** encodes and modulates signals passed to it by processor **602** or audio processor **618**. The output of transmitter **608** is

amplified by power amplifier **612** to control the power level at which the signal is transmitted.

Processor **602** may identify a change to the voice input state from keypad **614** and display **616**. Processor **602** or audio processor **618** may also identify conditions, such as conditions **206** in FIG. **2**. Memory **604** may include a user profile, such as user profile **208** of FIG. **2**, and audio data, such as audio data **210** of FIG. **2**. Audio processor **618** may play audio data, such as audio data **210** of FIG. **2**, through speaker **620**. Those of ordinary skill in the art will appreciate that the hardware depicted in FIG. **6** may vary.

With reference now to FIG. **7**, a diagram of a data processing system is depicted in accordance with an illustrative embodiment. Data processing system **700** is an example of a computer, such as server **104** or client **120** in FIG. **1**, in which computer usable program code or instructions implementing the processes may be located for the illustrative embodiments. In this illustrative example, data processing system **700** includes communications fabric **702**, which provides communications between processor unit **704**, memory **706**, persistent storage **708**, communications unit **710**, input/output unit **712**, and display **714**.

Processor unit **704** serves to run instructions for software that may be loaded into memory **706**. Processor unit **704** may be a set of one or more processors or may be a multi-processor core, depending on the particular implementation. Further, processor unit **704** may be implemented using one or more heterogeneous processor systems, in which a main processor is present with secondary processors on a single chip. As another illustrative example, processor unit **704** may be a symmetric multi-processor system containing multiple processors of the same type.

Memory **706** and persistent storage **708** are examples of storage devices **716**. A storage device is any piece of hardware that is capable of storing information, such as, for example, without limitation, data, program code in functional form, and/or other suitable information either on a temporary basis and/or a permanent basis. Memory **706**, in these examples, may be, for example, a random access memory, or any other suitable volatile or non-volatile storage device. Persistent storage **708** may take various forms, depending on the particular implementation. For example, persistent storage **708** may contain one or more components or devices. For example, persistent storage **708** may be a hard drive, a flash memory, a rewritable optical disk, a rewritable magnetic tape, or some combination of the above. The media used by persistent storage **708** may be removable. For example, a removable hard drive may be used for persistent storage **708**.

Communications unit **710**, in these examples, provides for communication with other data processing systems or devices. In these examples, communications unit **710** is a network interface card. Communications unit **710** may provide communications through the use of either or both physical and wireless communications links.

Input/output unit **712** allows for the input and output of data with other devices that may be connected to data processing system **700**. For example, input/output unit **712** may provide a connection for user input through a keyboard, a mouse, and/or some other suitable input device. Further, input/output unit **712** may send output to a printer. Display **714** provides a mechanism to display information to a user.

Instructions for the operating system, applications, and/or programs may be located in storage devices **716**, which are in communication with processor unit **704** through communications fabric **702**. In these illustrative examples, the instructions are in a functional form on persistent storage **708**. These instructions may be loaded into memory **706** for running by

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processor unit **704**. The processes of the different embodiments may be performed by processor unit **704** using computer implemented instructions, which may be located in a memory, such as memory **706**.

These instructions are referred to as program code, computer usable program code, or computer readable program code that may be read and run by a processor in processor unit **704**. The program code, in the different embodiments, may be embodied on different physical or computer readable storage media, such as memory **706** or persistent storage **708**.

Program code **718** is located in a functional form on computer readable media **720** that is selectively removable and may be loaded onto or transferred to data processing system **700** for running by processor unit **704**. The data processing system providing program code **718** may be a server computer, a client computer, or some other device capable of storing and transmitting program code **718**.

The different components illustrated for data processing system **700** are not meant to provide physical or architectural limitations to the manner in which different embodiments may be implemented. The different illustrative embodiments may be implemented in a data processing system including components in addition to and/or in place of those illustrated for data processing system **700**. Other components shown in FIG. **7** can be varied from the illustrative examples shown. The different embodiments may be implemented using any hardware device or system capable of running program code. As one example, data processing system **700** may include organic components integrated with inorganic components and/or may be comprised entirely of organic components excluding a human being. For example, a storage device may be comprised of an organic semiconductor.

As another example, a storage device in data processing system **700** is any hardware apparatus that may store data. Memory **706**, persistent storage **708**, and computer readable media **720** are examples of storage devices in a tangible form.

In another example, a bus system may be used to implement communications fabric **702** and may be comprised of one or more buses, such as a system bus or an input/output bus. Of course, the bus system may be implemented using any suitable type of architecture that provides for a transfer of data between different components or devices attached to the bus system. Additionally, communications unit **710** may include one or more devices used to transmit and receive data, such as a modem or a network adapter. Further, a memory may be, for example, memory **706** or a cache such as found in an interface and memory controller hub that may be present in communications fabric **702**.

Thus, with the illustrative embodiments, a user need not look at the communications device to determine the current voice input state. Further, in the illustrative embodiments, the user may receive continuous indication of voice input state. Audio data may also be specified for selected conditions to additionally indicate the circumstances of the call. Audio data played with the audio data of the call indicates voice input state without obscuring the audio data from the call. Further, the illustrative embodiments may indicate any voice input state, including double mute.

The illustrative embodiments are also customizable to indicate voice input state based on user selections. Accordingly, audio data may be selected by the user to be non-distracting and informative to the user. Further, users may choose to stop indication of voice input state. A user may choose to stop indications for one voice input state, for one condition, or may stop voice input state indication entirely.

As will be appreciated by one skilled in the art, the illustrative embodiments may be embodied as a system, method,

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or computer program product. Accordingly, the present invention may take the form of an entirely hardware embodiment, an entirely software embodiment (including firmware, resident software, micro-code, etc.), or an embodiment combining software and hardware aspects that may all generally be referred to herein as a "circuit", "module", or "system." Furthermore, the illustrative embodiments may take the form of a computer program product embodied in any tangible medium of expression having computer usable program code embodied in the medium.

Any combination of one or more computer usable or computer readable medium(s) may be utilized. The computer-usable or computer-readable medium may be, for example, but not limited to, an electronic, magnetic, optical, electromagnetic, infrared, or semiconductor system, apparatus, device, or propagation medium. More specific examples (a non-exhaustive list) of the computer-readable medium would include the following: an electrical connection having one or more wires, a portable computer diskette, a hard disk, a random access memory (RAM), a read-only memory (ROM), an erasable programmable read-only memory (EPROM or Flash memory), an optical fiber, a portable compact disc read-only memory (CDROM), an optical storage device, a transmission media such as those supporting the Internet or an intranet, or a magnetic storage device. Note that the computer-usable or computer-readable medium could even be paper or another suitable medium upon which the program is printed, as the program can be electronically captured, via, for instance, optical scanning of the paper or other medium, then compiled, interpreted, or otherwise processed in a suitable manner, if necessary, and then stored in a computer memory. In the context of this document, a computer-usable or computer-readable medium may be any medium that can contain, store, communicate, propagate, or transport the program for use by or in connection with the instruction running system, apparatus, or device. The computer-usable medium may include a propagated data signal with the computer-usable program code embodied therewith, either in baseband or as part of a carrier wave. The computer usable program code may be transmitted using any appropriate medium, including but not limited to, wireless, line, optical fiber cable, RF, etc.

Computer program code for carrying out operations of the present invention may be written in any combination of one or more programming languages, including an object oriented programming language such as Java, Smalltalk, C++ or the like and conventional procedural programming languages, such as the "C" programming language or similar programming languages. The program code may run entirely on the user's computer, partly on the user's computer, as a stand-alone software package, partly on the user's computer and partly on a remote computer, or entirely on the remote computer or server. In the latter scenario, the remote computer may be connected to the user's computer through any type of network, including a local area network (LAN) or a wide area network (WAN), or the connection may be made to an external computer (for example, through the Internet using an Internet Service Provider).

The illustrative embodiments are described above with reference to flowchart illustrations and/or block diagrams of methods, apparatus (systems) and computer program products. It will be understood that each block of the flowchart illustrations and/or block diagrams, and combinations of blocks in the flowchart illustrations and/or block diagrams, can be implemented by computer program instructions.

These computer program instructions may be provided to a processor of a general purpose computer, special purpose computer, or other programmable data processing apparatus

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to produce a machine, such that the instructions, which run via the processor of the computer or other programmable data processing apparatus, create means for implementing the functions/acts specified in the flowchart and/or block diagram block or blocks. These computer program instructions may also be stored in a computer-readable medium that can direct a computer or other programmable data processing apparatus to function in a particular manner, such that the instructions stored in the computer-readable medium produce an article of manufacture including instruction means which implement the function/act specified in the flowchart and/or block diagram block or blocks.

The computer program instructions may also be loaded onto a computer or other programmable data processing apparatus to cause a series of operational steps to be performed on the computer or other programmable apparatus to produce a computer implemented process such that the instructions which run on the computer or other programmable apparatus provide processes for implementing the functions/acts specified in the flowchart and/or block diagram block or blocks.

The flowchart and block diagrams in the figures illustrate the architecture, functionality, and operation of possible implementations of systems, methods, and computer program products according to the illustrative embodiments. In this regard, each block in the flowcharts or block diagrams may represent a module, segment, or portion of code, which comprises one or more executable instructions for implementing the specified logical function(s). It should also be noted that, in some alternative implementations, the functions noted in the block may occur out of the order noted in the figures. For example, two blocks shown in succession may, in fact, be executed substantially concurrently, or the blocks may sometimes be executed in the reverse order, depending upon the functionality involved. It will also be noted that each block of the block diagrams and/or flowcharts, and combinations of blocks in the block diagrams and/or flowcharts, can be implemented by special purpose hardware-based systems that perform the specified functions or acts, or combinations of special purpose hardware and computer instructions.

The terminology used herein is for the purpose of describing particular embodiments only and is not intended to be limiting. As used herein, the singular forms “a”, “an”, and “the” are intended to include the plural forms as well, unless the context clearly indicates otherwise. It will be further understood that the terms “comprises” and/or “comprising,” when used in this specification, specify the presence of stated features, integers, steps, operations, elements, and/or components, but do not preclude the presence or addition of one or more other features, integers, steps, operations, elements, components, and/or groups thereof.

The corresponding structures, materials, acts, and equivalents of all means or step plus function elements in the claims below are intended to include any structure, material, or act for performing the function in combination with other claimed elements as specifically claimed. The illustrative embodiments have been presented for purposes of illustration and description but is not intended to be exhaustive or limited to the form disclosed. Many modifications and variations will be apparent to those of ordinary skill in the art without departing from the scope and spirit of the disclosure. The embodiment was chosen and described in order to best explain the principles of the disclosure and the practical application, and to enable others of ordinary skill in the art to understand the disclosure for various embodiments with various modifications as are suited to the particular use contemplated.

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What is claimed is:

1. A method of indicating voice input state for a call on a communications device, said method comprising:
 - identifying, by a processor unit, the voice input state for the call, the communications device being used by a user to communicate with a party during the call;
 - responsive to the voice input state being identified as a mute state, identifying, by the processor unit, a first setting for the mute state, wherein the first setting for the mute state specifies: (i) first conditions which must be satisfied during the call in order for the voice input state to be the mute state and (ii) a first type of audio to be played on the communications device during the call while the voice input state is the mute state, wherein the first conditions comprise a first type of the call and an identity of a first party to whom the user is communicating with during the call, and wherein the first type of audio is selected from the group consisting of music, tones, live radio, and combinations thereof; and
 - during the call in the mute state characterized by the first setting, continuously playing on the communications device, by the processor unit, (i) the first type of audio and (ii) audio from the call as background audio.
2. The method of claim 1, wherein the processor unit is located in at least one of the communications device, a computer, or a server.
3. The method of claim 1, wherein the first type of audio comprises the music, the tones, or both the music and the tones.
4. The method of claim 1, wherein the first type of audio is stored in a location selected from at least one of the communications device, a server, or third party service.
5. The method of claim 1, wherein said identifying the voice input state for the call comprises:
 - identifying the voice input state for the call in response to the call starting.
6. The method of claim 1, said method further comprising:
 - responsive to the voice input state being identified as an unmute state, identifying, by the processor unit, a second setting for the unmute state, wherein the second setting for the unmute state specifies: (i) second conditions which must be satisfied during the call in order for the voice input state to be the unmute state and (ii) a second type of audio to be played on the communications device during the call while the voice input state is the unmute state, wherein the second conditions include a second type of the call and an identity of a second party to whom the user is communicating with during the call, wherein the second type of audio is selected from the group consisting of music, tones, live radio, and combinations thereof; and
 - during the call in the unmute state characterized by the second setting, continuously playing on the communications device, by the processor unit, (i) the second type of audio and (ii) the audio from the call as background audio.
7. The method of claim 6, wherein the second type of call differs from the first type of call.
8. The method of claim 6, wherein the second type of audio differs from the first type of audio.
9. A computer program product, comprising one or more computer readable hardware storage devices and program code stored on the one or more storage devices, said program code containing instructions which, upon being executed by a processor unit, implement a method of indicating voice input state for a call on a communications device, said method comprising:

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identifying, by the processor unit, the voice input state for the call, the communications device being used by a user to communicate with a party during the call;

responsive to the voice input state being identified as a mute state, identifying, by the processor unit, a first setting for the mute state, wherein the first setting for the mute state specifies: (i) first conditions which must be satisfied during the call in order for the voice input state to be the mute state and (ii) a first type of audio to be played on the communications device during the call while the voice input state is the mute state, wherein the first conditions comprise a first type of the call and an identity of a first party to whom the user is communicating with during the call, and wherein the first type of audio is selected from the group consisting of music, tones, live radio, and combinations thereof; and

during the call in the mute state characterized by the first setting, continuously playing on the communications device, by the processor unit, (i) the first type of audio and (ii) audio from the call as background audio.

10. The computer program product of claim 9, wherein the processor unit is located in at least one of the communications device, a computer, or a server.

11. The computer program product of claim 9, wherein the first type of audio comprises the music, the tones, or both the music and the tones.

12. The computer program product of claim 9, wherein the first type of audio is stored in a location selected from at least one of the communications device, a server, or third party service.

13. The computer program product of claim 9, wherein said identifying the voice input state for the call comprises:

identifying the voice input state for the call in response to the call starting.

14. The computer program product of claim 9, said method further comprising:

responsive to the voice input state being identified as an unmute state, identifying, by the processor unit, a second setting for the unmute state, wherein the second setting for the unmute state specifies: (i) second conditions which must be satisfied during the call in order for the voice input state to be the unmute state and (ii) a second type of audio to be played on the communications device during the call while the voice input state is the unmute state, wherein the second conditions include a second type of the call and an identity of a second party to whom the user is communicating with during the call, wherein the second type of audio is selected from the group consisting of music, tones, live radio, and combinations thereof; and

during the call in the unmute state characterized by the second setting, continuously playing on the communications device, by the processor unit, (i) the second type of audio and (ii) the audio from the call as background audio.

15. A system comprising: a processor unit, one or more computer readable hardware storage devices, one or more memories, said one or more storage devices containing pro-

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gram code which, upon being executed by the processor unit via the one or more memories, implements a method of indicating voice input state for a call on a communications device, said method comprising:

identifying, by the processor unit, the voice input state for the call, the communications device being used by a user to communicate with a party during the call;

responsive to the voice input state being identified as a mute state, identifying, by the processor unit, a first setting for the mute state, wherein the first setting for the mute state specifies: (i) first conditions which must be satisfied during the call in order for the voice input state to be the mute state and (ii) a first type of audio to be played on the communications device during the call while the voice input state is the mute state, wherein the first conditions comprise a first type of the call and an identity of a first party to whom the user is communicating with during the call, and wherein the first type of audio is selected from the group consisting of music, tones, live radio, and combinations thereof; and

during the call in the mute state characterized by the first setting, continuously playing on the communications device, by the processor unit, (i) the first type of audio and (ii) audio from the call as background audio.

16. The system of claim 15, wherein the processor unit is located in at least one of the communications device, a computer, or a server.

17. The system of claim 15, wherein the first type of audio comprises the live radio.

18. The system of claim 15, wherein the first type of audio is stored in a location selected from at least one of the communications device, a server, or third party service.

19. The system of claim 15, wherein said identifying the voice input state for the call comprises:

identifying the voice input state for the call in response to the call starting.

20. The system of claim 15, said method further comprising:

responsive to the voice input state being identified as an unmute state, identifying, by the processor unit, a second setting for the unmute state, wherein the second setting for the unmute state specifies: (i) second conditions which must be satisfied during the call in order for the voice input state to be the unmute state and (ii) a second type of audio to be played on the communications device during the call while the voice input state is the unmute state, wherein the second conditions include a second type of the call and an identity of a second party to whom the user is communicating with during the call, wherein the second type of audio is selected from the group consisting of music, tones, live radio, and combinations thereof; and

during the call in the unmute state characterized by the second setting, continuously playing on the communications device, by the processor unit, (i) the second type of audio and (ii) the audio from the call as background audio.

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